Claims 1 - 144 (cancelled)

Claims 145 - 157 (cancelled)

I claim:

Claim 158 (new) A method for use in a video game system comprising a first game system having a first processor that executes a first game program, and a separately housed portable game system having a discrete display device and a second processor that executes a second game program, said method comprising the steps of:

(a) generating first picture data in said first game system that simulates a first 3-dimensional game world in which a first player-controlled animated character is viewed from a first variable 3-dimensional viewpoint and camera angle for display on a first display device;

(b) transmitting game data from said first game system through a data transmission link to said portable game system;

(c) generating second picture data in said second processor in accordance with the transmitted game data to simulate a second 3-dimensional game world in which a second player-controlled animated character is viewed from a second variable 3-dimensional viewpoint and camera angle for display on said discrete display device;

(d) changing said second viewpoint and camera angle to a third variable 3-dimensional viewpoint and camera angle in accordance with control data generated by at least one manually operated control device; and

(e) generating third picture data representing an object viewed in said second 3-dimensional game world from said third viewpoint and camera angle for display on said discrete display device.

159. (new) The method of claim 158, wherein said characters are viewed in virtual directions controlled by manipulation of at least one handheld control device.

160. (new) The method of claim 158, wherein said characters are viewed in virtual directions controlled by manipulation of control members on said second game system.

161. (new) The method of claim 158, wherein said discrete display device displays a portion of said second character.

162. (new) The method of claim 158, wherein said first and second player-controlled characters are substantially the same character.

163. (new) The method of claim 158, wherein said second player-controlled character is a miniature likeness of said first player-controlled character.

164. (new) The method of claim 158, wherein said first and second player-controlled characters are substantially the same character viewed from different viewpoints.

165. (new) The method of claim 158, wherein at least one of said player-controlled characters is a human character with at least some human anatomy generated.

166. (new) The method of claim 158, wherein at least one of said player-controlled characters is a non-human character with at least some non-human anatomy generated.

167. (new) The method of claim 158, wherein said second and third viewpoints are displayed in a direction controlled by manipulation of at least one control member on a handheld control unit.

168. (new) The method of claim 158, wherein the locations of said first and second viewpoints are controlled from the same handheld control unit.

169. (new) The method of claim 158, wherein said first and second 3-dimensional game worlds are different portions of substantially the same simulated game world.

170. (new) The method of claim 158, wherein said first game program is stored on a data storage device and wherein said first game system reads said first game program from the data storage device into said first game system for execution in said first processor.

171. (new) The method of claim 158, wherein said second game program is stored in a program memory cartridge that is manually removable from said portable game system.

172. (new) The method of claim 158, further comprising the steps of: storing said second game program in said first game system; and digitally transmitting said second game program from said first game system to said portable game system for execution in said second processor.

173. (new) The method of claim 158, further comprising the steps of:
digitally reading said second game program from a data storage device into said first game system; and
digitally transmitting said second game program from said first game system to said portable game system for execution in said second processor.

174. (new) The method of claim 158, wherein movements of at least one of said player-controlled characters are controlled by manipulation of a handheld control device linked to said first game system through a data transmission link.

175. (new) The method of claim 158, wherein movements of at least one of said player-controlled characters are controlled by manipulation of at least one manual control device in said second game system.

176. (new) The method of claim 158, wherein said transmitted game data specifies a variable direction of movement in said second simulated game world of at least a portion of said second player-controlled character.

177. (new) The method of claim 158, wherein said transmitted game data specifies a variable location in said second simulated game world of at least a portion of said second player-controlled character.

178. (new) The method of claim 158, wherein said transmitted game data specifies any of the following variables: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, virtual camera angle, or other variable.

179. (new) The method of claim 158, wherein said transmitting step transmits said game data through a data transmission link that is partly wireless.

180. (new) The method of claim 158, further comprising the step of transmitting third picture data from said first game system to said portable game system.

181. (new) The method of claim 158, wherein at least one of said player-controlled characters is articulated and bendable under control of at least one manipulatable control device.

182. (new) The method of claim 158, wherein at least one of said player-controlled characters comprises articulated fingers that are controlled by at least one manipulatable control device.

183. (new) The method of claim 158, wherein at least one of said player-controlled characters comprises any of the following: arms, legs, hands, fingers, head, face, eyes, mouth, teeth, clothing, tools, weapons, and an object held by a character.

184. (new) The method of claim 158, wherein said discrete display device is a liquid crystal display (LCD) device.

185. (new) The method of claim 158, wherein at least one of said viewpoints is a subjective viewpoint located at one of said player-controlled characters.

186. (new) The method of claim 158, wherein said object is a player-controlled character depicted in said third picture data.

187. (new) The method of claim 158, wherein said object is a non-player character depicted in said third picture data.

188. (new) The method of claim 158, wherein said object is an inanimate object depicted in said third picture data.

189. (new) The method of claim 158, wherein at least one manually operated control device causes said third viewpoint and camera angle to continually change so as to virtually move around said simulated object and depict said object from many different viewpoints and viewing angles in said third picture data.

190. (new) The method of claim 158, wherein said third viewpoint is closer to said object than a prior view of said object, thereby generating in said third picture data an enlarged view of at least a portion of said object for display on said discrete display device.

191. (new) The method of claim 158, wherein said portable data storage device is an optically coded disk.

192. (new) A video game system comprising:

(a) a first video game apparatus containing a first data memory for storing a first game program of executable instructions;

(b) a first processor in said first video game apparatus for executing said first game program that generates first picture data representing a first player-controlled animated character moving in a first simulated 3-dimensional game world for display on a first display device;

(c) a first manipulatable control device for generating first control data that causes said first processor to modify said first picture data to represent controlled motion of said first animated character in said simulated game world;

(d) a data transmission link for transmitting game data from said first video game apparatus to a separately housed portable game system having a discrete display device and second data memory;

(e) a second processor in said portable game system for executing a second game program to generate second picture data in said second data memory representing a second character moving in a second simulated 3-dimensional game world viewed from a first variable 3-dimensional viewpoint and camera angle in accordance with said transmitted game data for display on said discrete display device; and

(f) a second manipulatable control device for generating second control data that causes said second program to modify said second picture data to represent a second variable 3-dimensional viewpoint and camera angle in said second game world for display on said discrete display device.

193. (new) The game system of claim 192, wherein said first processor executes instructions in said first game program that transfers a third game program from said first data memory to a third data memory in said portable game system for execution as said second program in said second processor in said portable game system.

194. (new) The game system of claim 192, wherein said first and second control devices are housed in the same controller.

195. (new) The game system of claim 192, wherein said first and second control devices are housed in said portable game system.

196. (new) The game system of claim 192, wherein said first and second viewpoints view different objects.

197. (new) The game system of claim 192, wherein said first and second viewpoints view substantially the same character.

198. (new) The game system of claim 192, wherein said first and second characters are substantially the same character.

199. (new) The game system of claim 192, wherein said first and second simulated game worlds are substantially the same game world.

200. (new) For use in a video game system having a first processor for executing a first game program that causes transmission of game data to a separately housed portable game system having a second processor for executing a second game program, a portable data storage device for controlling the operation of said systems comprising:

(a) a digital memory medium for storing video game programs and graphics data;

(b) said video game programs including instructions that cause said first processor to generate picture data from said graphics data that represents a player-controlled character viewed from a first variable 3-dimensional viewpoint and camera angle in a first simulated 3-dimensional world for display on a first display device;

(c) said video game programs including instructions that cause said first processor to transmit first game data to said second processor to cause said second processor to generate picture data that represents a player-controlled character moving in a second simulated 3-dimensional world viewed from a second variable 3-dimensional viewpoint and camera angle for display on a second display device; and

(d) said video game programs including instructions that cause said first processor to transmit second game data to said second processor to cause said second processor to modify said second variable 3-dimensional viewpoint and camera angle in accordance with said transmitted second game data.

201. (new) The portable data storage device of claim 200, further comprising program instructions that are transmitted to said portable game system for execution in said second processor.

203. (new) The portable data storage device of claim 200, wherein said memory medium is an optically coded disk.

204. (new) The portable data storage device of claim 200, wherein said memory medium further includes program instructions for causing said first processor to detect a predetermined condition, and program instructions for causing transmission of game data to said second processor to cause said second processor to execute program instructions that modify the viewpoint and angle from which said second simulated 3-dimensional world is displayed on said second display device if said predetermined condition is detected.

205. (new) The portable data storage device of claim 204, wherein said predetermined condition is defined by one of said player-controlled characters contacting another object in at least one of said 3-dimensional worlds.

206. (new) The portable data storage device of claim 204, wherein said predetermined condition is defined by one of said player-controlled characters being manually controlled to enter a predetermined area in at least one of said 3-dimensional worlds.

207. (new) A method for use in a video game system comprising a first game system having a first processor that executes a first game program, and a separately housed portable game system having a discrete display device and a second processor that executes a second game program, said method comprising the steps of:

(a) generating first picture data in said first game system that simulates a first 3-dimensional game world in which a first player-controlled animated character is viewed from a first variable 3-dimensional viewpoint and camera angle for display on a first display device;

(b) transmitting game data from said first game system through a data transmission link to said portable game system;

(c) generating second picture data in said second processor in accordance with the transmitted game data to simulate a second 3-dimensional game world in which said 3-dimensional object is viewed from a second variable 3-dimensional viewpoint and camera angle for display on said discrete display device;

(d) changing said second viewpoint and camera angle to a third 3-dimensional viewpoint and camera angle in accordance with control data generated by at least one manually operated control device; and

(e) generating third picture data representing said 3-dimensional object viewed in said second 3-dimensional game world from said third viewpoint and camera angle for display on said discrete display device.

208. (new) The method of claim 207, further comprising the steps of moving said 3-dimensional object in said second simulated 3-dimensional game world from a first 3-dimensional location to a second 3-dimensional location in accordance with control data generated by at least one manually operated control device; and

generating fourth picture data representing said 3-dimensional object viewed at said second location from a fourth 3-dimensional camera angle in said second 3-dimensional game world for display on said discrete display device.

209. (new) A method for use in a video game system comprising a first game system having a first processor that executes a first game program, and a separately housed portable game system having a discrete display device and a second processor that executes a second game program, said method comprising the steps of:

(a) generating first picture data in said first game system that simulates a first 3-dimensional game world in which a first player-controlled animated character is viewed from a first variable 3-dimensional viewpoint and camera angle for display on a first display device;

(b) transmitting game data from said first game system through a data transmission link to said portable game system;

(c) generating second picture data in said second processor in accordance with the transmitted game data to simulate a second 3-dimensional game world in which said 3-dimensional object is viewed at a first variable 3-dimensional location from a second variable 3-dimensional viewpoint and camera angle for display on said discrete display device;

(d) moving said 3-dimensional object in said second simulated 3-dimensional game world from said first location to a second variable 3-dimensional location in accordance with control data generated by at least one manually operated control device; and

(e) generating third picture data representing said 3-dimensional object viewed at locations between said first and second locations from a corresponding 3-dimensional camera angle for display on said discrete display device.

210. (new) The method of claim 209 wherein said 3-dimensional object is represented in said second picture data as a hand of a player-controlled character, movements of the hand being controlled by at least one manually operated control device.

211. (new) The method of claim 210 wherein said hand is represented in said second picture data as grasping a second 3-dimensional object.

212. (new) The method of claim 209 wherein said 3-dimensional object is represented in said second picture data as a player-controlled machine, movements of at least a portion of the machine being controlled by at least one manually operated control device.